

What is claimed is:

- 1 1. A method comprising:
 - 2 determining a game parameter;
 - 3 determining a range of values associated with the game parameter;
 - 4 displaying at least one symbol on a reel, each symbol representing a
 - 5 potential value within the range of values associated with the game parameter;
 - 6 selecting at random at least one of the displayed symbols; and
 - 7 setting an actual value of the game parameter based on the randomly
 - 8 selected displayed symbol.
- 1 2. The method of claim 1, further including:
 - 2 initiating game play using the actual value of the game parameter.
- 1 3. The method of claim 1, further including:
 - 2 continuing game play using the actual value of the game parameter.
- 1 4. The method of claim 1, further including:
 - 2 ending game play using the actual value of the game parameter.
- 1 5. The method of claim 1 wherein the game parameter represents a number of
2 game symbols with which to start a session.
- 1 6. The method of claim 1 wherein the game parameter represents a number by
2 which payouts will be multiplied for a given number of handle pulls.
- 1 7. The method of claim 1 wherein the game parameter represents a maximum
2 number of spins allowed before player is ineligible for a puzzle completion bonus.
- 1 8. The method of claim 1 wherein the game parameter represents a number of
2 reels used in a game.

- 1 9. The method of claim 1 wherein the game parameter represents a number of
2 bonus symbols on each reel which initiate a bonus game.
- 1 10. The method of claim 1 wherein the game parameter represents a rate of
2 expiration of player collected symbols.
- 1 11. The method of claim 1 wherein the game parameter represents a rate of
2 accumulation of complementary (comp) points.
- 1 12. The method of claim 1 wherein the game parameter represents a progression
2 rate of a progressive jackpot.
- 1 13. The method of claim 1 wherein the game parameter represents a payout for a
2 particular symbol combination.
- 1 14. The method of claim 1 wherein the game parameter represents a probability of
2 a particular symbol combination occurring.
- 1 15. The method of claim 1 wherein the game parameter represents an amount of
2 wager required per spin.
- 1 16. The method of claim 1 wherein the game parameter represents a probability of
2 a player getting into a bonus round.
- 1 17. The method of claim 1 wherein the game parameter represents a number of
2 puzzle pieces that need to be collected by a player during a puzzle game.
- 1 18. The method of claim 1 wherein the game parameter represents a probability of
2 bonus round payouts occurring.

1 19. A method comprising:
2 initiating play of a game at a gaming device;
3 changing a mode of the gaming device from a play mode to a parameter
4 determination mode;
5 receiving a signal from a player to initiate random determination of a game
6 play parameter value;
7 randomly determining a game play parameter value;
8 changing the game based on the game play parameter value; and
9 changing a mode of the gaming device from the parameter determination
10 mode to the play mode.

1 20. The method of claim 19 wherein receiving the signal from a player includes
2 receiving an indication of at least one type of game play parameter for which to
3 determine a value.

1 21. The method of claim 19 wherein receiving the signal from a player includes
2 receiving an indication of at least one particular game play parameter for which to
3 determine a value.

1 22. A method comprising:
2 changing a mode of a gaming device from a play mode to a parameter
3 determination mode;
4 receiving a selection of a game play parameter from a player;
5 randomly determining a value of the game play parameter;
6 changing the game based on the value;
7 changing a mode of the gaming device from the parameter determination
8 mode to the play mode; and
9 allowing play of the changed game.

1 23. The method of claim 22 further including
2 receiving a request to change the game, and
3 wherein changing the mode of a gaming device from the play mode to the
4 parameter determination mode is done in response to receiving the request to
5 change the game.

1 24. The method of claim 22 further including
2 receiving an indication of a desired number of handle pulls to play the
3 changed game.

1 25. The method of claim 24 wherein the indication of a desired number of handle
2 pulls to play the changed game includes receiving a monetary amount from the
3 player.

1 26. The method of claim 25 wherein the desired number of handle pulls to play the
2 changed game is determined based upon the monetary amount.

1 27. A device comprising:
2 a processor; and
3 a memory coupled to the processor storing instructions to
4 determine a game parameter,
5 determine a range of values associated with the game parameter,
6 display at least one symbol on a reel, each symbol representing a
7 potential value within the range of values associated with the game
8 parameter,
9 select at random at least one of the displayed symbols, and
10 set an actual value of the game parameter based on the randomly selected
11 displayed symbol.

1 28. The device of claim 27 wherein the game parameter represents at least
2 one of:
3 a number of game symbols with which to start a session,
4 a number by which payouts will be multiplied for a given number of handle
5 pulls,
6 a maximum number of spins allowed before player is ineligible for a puzzle
7 completion bonus,
8 a number of reels used in a game,
9 a number of bonus symbols on each reel which initiate a bonus game,
10 a rate of expiration of player collected symbols,
11 a rate of accumulation of complementary (comp) points,
12 a progression rate of a progressive jackpot,
13 a payout for a particular symbol combination,
14 a probability of a particular symbol combination occurring,
15 an amount of wager required per spin,
16 a probability of a player getting into a bonus round,
17 a number of puzzle pieces that need to be collected by a player during a
18 puzzle game, and
19 a probability of bonus round payouts occurring.

1 29. A device comprising:
2 a processor; and
3 a memory coupled to the processor storing instructions to
4 initiate play of a game at a gaming device;
5 change a mode of the gaming device from a play mode to a
6 parameter determination mode;
7 receive a signal from a player to initiate random determination of a
8 game play parameter value;
9 determine a game play parameter value at random;
10 change the game based on the game play parameter value; and
11 change a mode of the gaming device from the parameter determination
12 mode to the play mode.

1 30. The device of claim 29 wherein the memory further stores an instruction to
2 receive an indication of at least one type of game play parameter for which to
3 determine a value.

1 31. The device of claim 29 wherein the memory further stores an instruction to
2 receive an indication of at least one particular game play parameter for which to
3 determine a value.

1 32. A device comprising:
2 a processor; and
3 a memory coupled to the processor storing instructions to
4 change a mode of a device from a play mode to a parameter
5 determination mode;
6 receive a selection of a game play parameter;
7 determine a value of the game play parameter at random;
8 change the game based on the value;
9 change a mode of the device from the parameter determination
10 mode to the play mode; and
11 allow play of the changed game.

1 33. The device of claim 32 wherein the memory further stores an instruction to
2 receive a request to change the game, and wherein the instruction to change the
3 mode of a device from the play mode to the parameter determination mode is done
4 in response to receiving a request to change the game.

1 34. The device of claim 32 wherein the memory further stores an instruction to
2 receive an indication of a desired number of handle pulls to play the changed
3 game.

1 35. The device of claim 34 further including a payment system coupled to the
2 processor and wherein the indication of a desired number of handle pulls to play
3 the changed game includes receipt of a monetary amount via the payment system.

1 36. The device of claim 35 wherein the desired number of handle pulls to play the
2 changed game is determined based upon the monetary amount received via the
3 payment system.

1 37. A method comprising:
2 receiving an indication of a game play parameter from a player of a gaming
3 device;
4 randomly determining a value for the game play parameter; and
5 initiating a pre-paid session of game play wherein the gaming device is
6 played using the randomly determined value.